RADAR

Similar size and shape to the PC radar panel.

Basic radar.
It will display a central orange dot for your unit, and for the second player if available.
With red dots for spiders and scorpions,
Green dots for crystals, on the open level or in rocks.
Rock monsters are Blue
Other colectibles are as yellow dots.
Buildings and vehicles may be Blue, so you might be lead into a Rock monster or they might be white, to help you tell them apart.

All dots the same size.

The radar will rotate to always be face up, so what is left on the radar will always be left to the current direction the screen is facing.

We need a small triangle that moves around the edge of the radar screen to show north on the world map, to help you navigate.

MAP SECTIONS:
Imagine the whole level is split into four quarters then you can only see the dots if they are in one of the four quarters. This will be four map sections that the player can collect on his travels. So there will need to be four flags set from collectables.

TERRAIN
The terrain will not be currently be shown,

We might print the terrain as patches of colour, but the different sizes and shapes makes this difficult.

The Radar is toggleable on and off (one of the pad options) It may also only be